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- 1 [On representation of a highlight on the Web: the amber room as a cultural phenomenon in progress](#) 83%

Tatyana G. Bogomazova , Cyrill A. Malevanov

**Proceedings of the tenth international conference on World Wide Web April 2001**

- 2 [Synthesis of bidirectional texture functions on arbitrary surfaces](#) 82%

Xin Tong , Jingdan Zhang , Ligang Liu , Xi Wang , Baining Guo , Heung-Yeung Shum  
**ACM Transactions on Graphics (TOG) , Proceedings of the 29th annual conference on Computer graphics and interactive techniques July 2002**

Volume 21 Issue 3

The bidirectional texture function (BTF) is a 6D function that can describe textures arising from both spatially-variant surface reflectance and surface mesostructures. In this paper, we present an algorithm for synthesizing the BTF on an arbitrary surface from a sample BTF. A main challenge in surface BTF synthesis is the requirement of a consistent mesostructure on the surface, and to achieve that we must handle the large amount of data in a BTF sample. Our algorithm performs BTF synthesis bas ...

- 3 [Defining the presentation of application data by a graphical language](#) 80%

Q. Mao , J. Tai

**Proceedings of the 2nd annual ACM SIGGRAPH symposium on User interface software and technology November 1989**

On the basis of a graphical language for defining a dynamic picture and the control actions applied to it, a system is built for developing the presentation of application data for user interfaces. This system provides user interface developers a friendly and high efficient programming environment.

09/ 870,073

- 4 DVI&mdash;a digital multimedia technology 80%  
4 G. David Ripley  
**Communications of the ACM** July 1989  
Volume 32 Issue 7  
A digital presentation technology that manages anything from text to full-motion video has the potential of expanding the usefulness of personal computers, while rendering them less intimidating.
- 5 A structural view of the Cedar programming environment 80%  
4 Daniel C. Swinehart , Polle T. Zellweger , Richard J. Beach , Robert B. Hagmann  
**ACM Transactions on Programming Languages and Systems (TOPLAS)** August 1986  
Volume 8 Issue 4  
This paper presents an overview of the Cedar programming environment, focusing on its overall structure&mdash;that is, the major components of Cedar and the way they are organized. Cedar supports the development of programs written in a single programming language, also called Cedar. Its primary purpose is to increase the productivity of programmers whose activities include experimental programming and the development of prototype software systems for a high-performance personal computer. T ...
- 6 Jigsaw image mosaics 80%  
4 Junhwan Kim , Fabio Pellacini  
**ACM Transactions on Graphics (TOG) , Proceedings of the 29th annual conference on Computer graphics and interactive techniques** July 2002  
Volume 21 Issue 3  
This paper introduces a new kind of mosaic, called Jigsaw Image Mosaic (JIM), where image tiles of arbitrary shape are used to compose the final picture. The generation of a Jigsaw Image Mosaic is a solution to the following problem: given an arbitrarily-shaped container image and a set of arbitrarily-shaped image tiles, fill the container as compactly as possible with tiles of similar color to the container taken from the input set while optionally deforming them slightly to achieve a more visu ...
- 7 The structure of Cedar 80%  
4 Daniel C. Swinehart , Polle T. Zellweger , Robert B. Hagmann  
**ACM SIGPLAN Notices , Proceedings of the ACM SIGPLAN 85 symposium on Language issues in programming environments** June 1985  
Volume 20 Issue 7  
This paper presents an overview of the Cedar programming environment, focusing primarily on its overall structure: the major components of Cedar and the way they are organized. Cedar supports the development of programs written in a single programming language, also called Cedar. We will emphasize the extent to which the Cedar language, with runtime support, has influenced the organization, comprehensibility, and stability of Cedar. Produced in the Computer Science Laboratory (CS ...
- 8 Rendering effective route maps: improving usability through generalization 80%  
4 Maneesh Agrawala , Chris Stolte  
**Proceedings of the 28th annual conference on Computer graphics and interactive techniques** August 2001

Route maps, which depict a path from one location to another, have emerged as one of the most popular applications on the Web. Current computer-generated route maps, however, are often very difficult to use. In this paper we present a set of cartographic generalization techniques specifically designed to improve the usability of route maps. Our generalization techniques are based both on cognitive psychology research studying how route maps are used and on an analysis of the generalizations c ...

9 Augmenting and multiplying spaces for creative design 80%

Edmundo P. Leiva-Lobos , Giorgio De Michelis , Eliana Covarrubias

**Proceedings of the international ACM SIGGROUP conference on Supporting group work : the integration challenge: the integration challenge** November 1997

10 Programmable applications: interpreter meets interface 80%

Michael Eisenberg

**ACM SIGCHI Bulletin** April 1995

Volume 27 Issue 2

Current fashion in "user-friendly" software design tends to place an over-reliance on direct manipulation interfaces. To be truly expressive (and thus truly user-friendly), applications need both learnable interfaces and domain-enriched languages that are accessible to the user. This paper discusses some of the design issues that arise in the creation of such *programmable applications*. As an example, we present "SchemePaint," a graphics application that combines a MacPaint-like interface ...

11 Creating charts by demonstration 80%

Brad A. Myers , Jade Goldstein , Matthew A. Goldberg

**Proceedings of the SIGCHI conference on Human factors in computing systems: celebrating interdependence** April 1994

12 The Pan language-based editing system for integrated development 77%

Robert A. Ballance , Susan L. Graham , Michael L. VanDe Vanter

**ACM SIGSOFT Software Engineering Notes , Proceedings of the fourth ACM SIGSOFT symposium on Software development environments** October 1990

Volume 15 Issue 6

Powerful editing systems for developing complex software documents are difficult to engineer. Besides requiring efficient incremental algorithms and complex data structures, such editors must integrate smoothly with the other tools in the environment, maintain a sharable database of information concerning the documents being edited, accommodate flexible editing styles, provide a consistent, coherent, and empowering user interface, and support individual variations and project-wide configura ...

13 The Poe language-based editor project 77%

C. N. Fischer , Gregory F. Johnson , Jon Mauney , Anil Pal , Daniel L. Stock

**Proceedings of the first ACM SIGSOFT/SIGPLAN software engineering symposium on Practical software development environments** April 1984


Volume 9 , 19 Issue 3 , 5

Editor Allan Poe (Pascal Oriented Editor) is a full-screen language-based editor (LBE) that knows the syntactic and semantic rules of Pascal. It is the first step in development of a comprehensive Pascal program development environment. Poe's design began in 1979; version

1 is currently operational on Vax 11s under Berkeley Unix and on HP 9800-series personal workstations. Poe is written in Pascal, and is designed to be readily transportable to new machines. An editor-generating ...

**14** The Mesa programming environment

77%


 Richard E. Sweet

**ACM SIGPLAN Notices , Proceedings of the ACM SIGPLAN 85 symposium on Language issues in programming environments** June 1985  
Volume 20 Issue 7

People everywhere are developing multi-window, integrated programming environments for their favorite computers and languages. This paper describes the Mesa programming facilities of the Xerox Development Environment (XDE). It is interesting for several reasons. It has existed in something similar to its current form for about 5 years. It has more than 500 users, many interacting with it 8 or more hours a day. Several million lines of code have been written by these users, including large, ...

**15** What to do when there's too much information

77%


 M. Lesk

**Proceedings of the second annual ACM conference on Hypertext** November 1989

Hypertext systems with small units of text are likely to drown the user with information, in the same way that online catalogs or bibliographic retrieval systems often do. Experiments with a catalog of 800,000 book citations have shown two useful ways of dealing with the "too many hits" problem. One is a display of phrases containing the excessively frequent words; another is a display of titles by hierarchical category. The same techniques should apply to other text-based retrieval ...

**16** Poster session and reception: Event detection in baseball video using superimposed caption recognition

77%

 Dongqing Zhang , Shih-Fu Chang

**Proceedings of the tenth ACM international conference on Multimedia** December 2002

We have developed a novel system for baseball video event detection and summarization using superimposed caption text detection and recognition. The system detects different types of semantic level events in baseball video including scoring and last pitch of each batter. The system has two components: event detection and event boundary detection. Event detection is realized by change detection and recognition of *game stat* texts (such as text information showing in score box). Event boundary ...

**17** The next generation of interactive technologies

77%


 Karen A. Frenkel

**Communications of the ACM** July 1989  
Volume 32 Issue 7

From home entertainment to cultural exhibits to educational methodologies to personal computing, interactive technologies could change observers into participants.

**18** Life before the chips: simulating digital video interactive technology

77%

 Douglas Dixon

**Communications of the ACM** July 1989  
Volume 32 Issue 7

Advances in computers, such as DVI technology, are driven by new hardware functionality—more magic in the silicon. But before the chips came the ideas, and years of visual and interactive technical simulations to evaluate product designs and build the support necessary to develop them.


**19** Session 2: WebCAME: a light-weight modular client/server multiresolution rendering system 77%

 Markus Grabner

**Proceeding of the eighth international conference on 3D web technology** March 2003

We introduce WebCAME, a client/server multiresolution rendering system for progressive transmission and visualization of compressed non-manifold triangle meshes with texture and color. The tool is implemented as a web browser plugin built upon standard components such as Qt, OpenGL, and ODBC. By utilizing and extending recently developed multiresolution techniques, it can provide view-dependent access to huge 3D data sets. With a size of less than 250kB it is small enough to be downloaded and in ...

**20** Technical papers: architecture and implementation: Mixin'Up components 77%



 Vugranam C. Sreedhar

**Proceedings of the 24th international conference on Software engineering** May 2002

Recently we proposed a language called ACOEL (A Component-Oriented Extension Language) for abstracting and composing software components. Components in ACOEL are black-box components, and each component consists of (1) an internal implementation containing classes, methods, and fields that is hidden to the external world, and (2) an external contract consisting of a set of typed input and output ports. Components in ACOEL interact with each other only via these ports. In this paper we extend ACO ...

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